

PLATOON
JUNGLE MAP

SAME

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PLAYER'S STRATEGY GUIDE TO NINTENDO® GAMES

*Winning
Strategies
for*

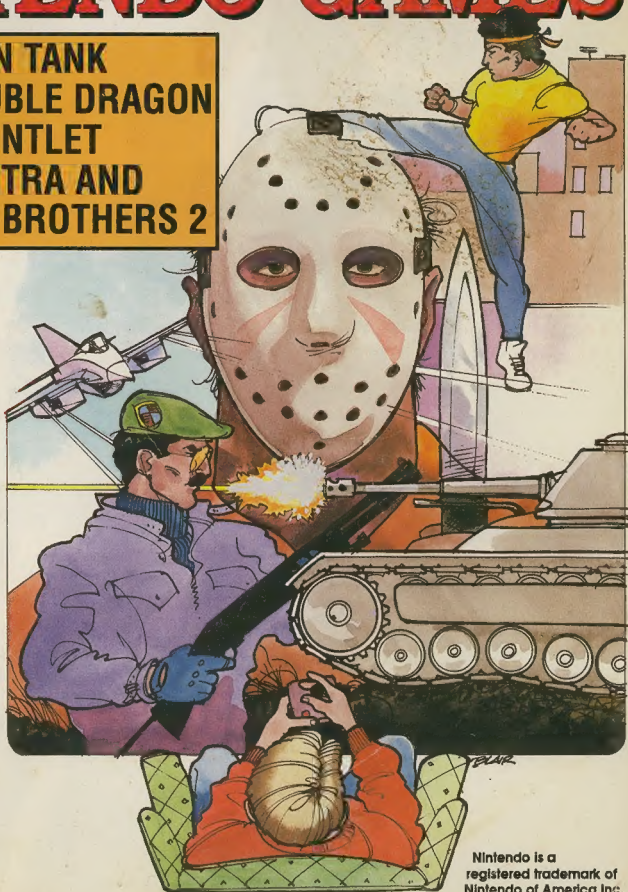
IRON TANK
DOUBLE DRAGON
GAUNTLET
CONTRA AND
SUPER MARIO BROTHERS 2

SPECIAL PREVIEWS:

METAL GEAR,
XEVIOUS,
LEE TREVINO'S
FIGHTING GOLF,
FRIDAY THE 13TH,
SEICROSS, & MORE

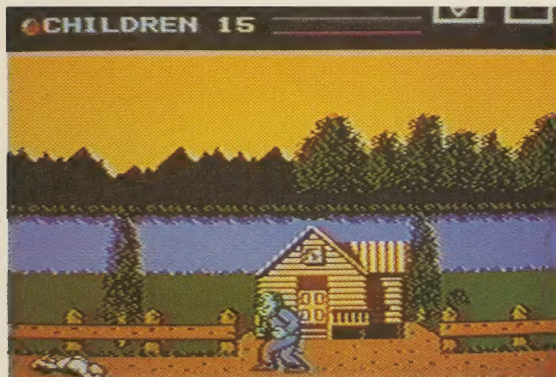
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LEAP TO HIGHER
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LEARN HINTS, TIPS,
& PASSWORDS



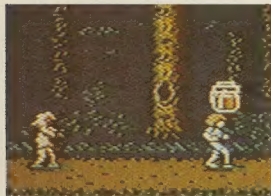
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FRIDAY THE 13TH



At the beginning of the game, the counselors are only armed with stones. These are very weak weapons — especially if Jason shows up unexpectedly. Once a counselor is killed, he disappears from the selection screen.

Find out the strengths and weaknesses of the different counselors. Some are stronger than others, some faster, and so on. The slowest counselors should stay around the lake and the cabins so they can hop in a rowboat if the children are threatened by Jason. The fastest counselors should explore the woods, find as many weapons as they can, and then pass them around to the others. The woods are safest during the day. You'll see zombies, but the wolves prowl only at night or in the caves.



Crystal Lake is surrounded by two sections of woods, and you can explore either or both. You can pick up weapons; torches or lighters; vitamins; and messages. But watch out for zombies and wolves.



There's a secret room somewhere in the system of caves where Jason hides his weapons. Find it and your counselors will be well armed. But the room is guarded by wolves who will try to prevent you from finding it.

THE STORY

Crystal Lake. A quiet, peaceful camp nestled between the woods and the water. But there's something out there that isn't listed in the camp brochure. Jason. And he's out for a killing or two.

You and your fellow counselors have stashed the children away in a cabin while you search for Jason in the woods, caves, and other cabins that make up the campground. You'll find much-needed weapons, but you'll also encounter zombies (previous victims of Jason's wrath), vampire bats, counselor-eating wolves... even the horror of Jason's long-dead mother.

When exploring, you have several options. You can change control to any other counselor in the cabin with you; pass any weapon you're holding to another counselor; cure a counselor if you're carrying vitamins; or take objects or messages that you find. And when you're in the large cabins, use a lighter to start fires in any fireplace you see. You'll need fire late in the game.

Don't forget to look for the unexpected. There are hidden rooms in the campground. They're good places for you to hide, or for finding valuable objects. Always study messages, too. They'll give you clues about where to find certain items.

You'll know when other counselors are in trouble. If you don't go to their aid, Jason can add to his list of victims. Remember, although Jason is afraid of a burning torch, it's going to take a pitchfork to finish him off.

LJN

Once all the counselors are well armed, you can start hunting Jason instead of hoping he won't find you. You'll hear a warning if another counselor is being attacked, and can help or become that counselor.



The children have all been hidden in a cabin across the lake. If Jason finds them, you have to go to the rescue by rowing out to them. But watch out! The water can hold zombies or even Jason, and crows are dangerous.



Jason's mother has been dead for years, but that doesn't stop her from terrorizing the counselors. Her floating head guards Jason's cache of weapons. You can pick them up — if you defeat her first.

